ELMHURST UNIVERSITY SUMMER BAND CAMP WIND AND PERCUSSION AUDITIONS

- All students will audition on the first day of camp. Each individual audition will last approximately 5-6 minutes.
- There are two short excerpts from etudes to be performed on the audition for each instrument, one lyrical and one technical. Percussion have three excerpts to perform, one each for snare drum, timpani and mallets. These excerpts come from the ILMEA required audition music to participate in the ILMEA District festival auditions in the fall.
- If you have not been exposed to the ILMEA etudes previously and you find them too difficult, you may choose to substitute one-minute of a lyrical piece and one-minute of a technical piece of your choosing.
- All woodwind and brass players will be asked by the adjudicator to play 2 of the major scales listed below. Players should play two-octave major scales, except where only one octave is possible on the instrument. Players may choose their own rhythm and tempo.

C F G Bb D Eb Ab

- All woodwind and brass players will be asked to play a chromatic scale, preferably full-range but at least two octaves. Players may choose their own rhythm and tempo.
- All percussionist will be asked to demonstrate the following rudiments:

Open Roll slowly accelerating to a tight, fast Closed Roll and then back to slow Open Roll

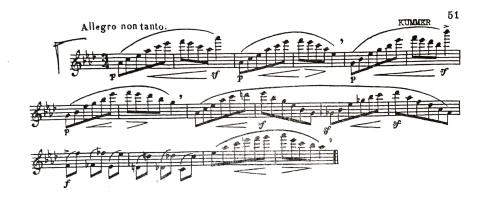
Alternating Flam Taps – slow to fast

Alternating Paradiddles – slow to fast

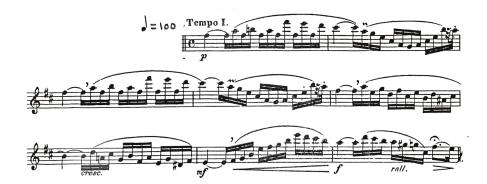
Alternating Ratamacue – slow to fast

FLUTE

Allegro non tanto



Moderato



OBOE

Adagio con espressione

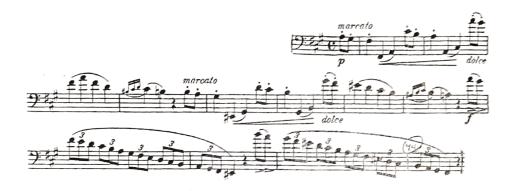


Allegro con brio



BASSOON

Andante maestoso



Allegro vivace



CLARINET

Adagio



Allegro furioso



BASS CLARINET

Allegretto quasi andantino



Moderato



SAXOPHONE



TRUMPET

Theme





HORN

Romance - Moderato





TROMBONE

Andante con moto



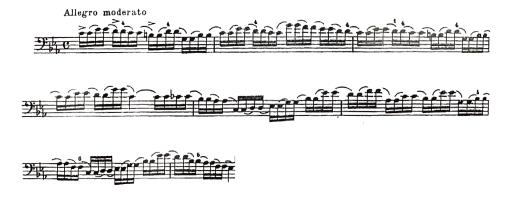
Allegretto



BARITONE - BC

Theme





BARITONE - TC

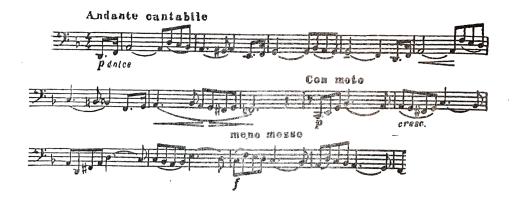
Theme





TUBA

Andante cantabile

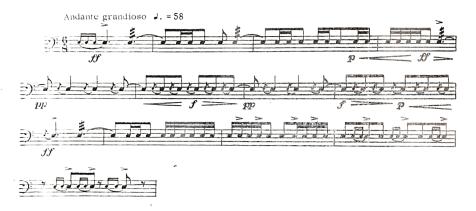


Veloce



PERCUSSION

Snare Drum



Mallets



